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2 [Exploiting perception in high-fidelity virtual environments](#)

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 Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez
 July 2006 SIGGRAPH '06: ACM SIGGRAPH 2006 Courses

Publisher: ACM

Full text available: Movie (68.6 MIN), Pdf (5.07 MB) Additional Information: full citation, appendices and supplements, abstract, references, cited by, index terms

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The objective of this course is to provide an introduction to the issues that must be considered when building high-fidelity 3D engaging shared virtual environments. The principles of human perception guide important development of algorithms and techniques ...

Keywords: collaborative environments, haptics, high-fidelity rendering, human-computer interaction, multi-user, networked applications, perception, virtual reality

3 [A relational debugging engine for the graphics pipeline](#)

Nathaniel Duca, Krzysztof Niski, Jonathan Bilodeau, Matthew Bolitho, Yuan Chen, Jonathan Cohen

July 2005 SIGGRAPH '05: ACM SIGGRAPH 2005 Papers

Publisher: ACM

Full text available: Movie (24.11 MIN), Pdf (582.04 KB) Additional Information: full citation, abstract, references, cited by, index terms

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We present a new, unified approach to debugging graphics software. We propose a representation of all graphics state over the course of program execution as a relational database, and produce a query-based framework for extracting, manipulating, and ...

Keywords: SIMD, SQL, debugging, graphics hardware, graphics pipeline, relational algebra, streaming, visualization

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**A relational debugging engine for the graphics pipeline**

Nathaniel Duca, Krzysztof Niski, Jonathan Bilodeau, Matthew Bolitho, Yuan Chen,

Jonathan Cohen

July 2005 ACM Transactions on Graphics (TOG), Volume 24 Issue 3

Publisher: ACM

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